BT Clearing Course:§1

Be advised that the BT Clearing Course is **not** for everyone. Some people could start on this course and end up in a *seriously* worse mental condition than when they started. Anyone who starts this course must finish it or they risk future problems of a physical and/or mental nature.

Since these materials are publically available, it is not possible to *forbid* anyone from following this text. However, you should be aware that if you fall into any of the elevated risk categories listed below the possibility of mental breakdown and/or death is greatly increased. If you feel that you absolutely must continue, and that you are willing to risk it, then that is your choice only if you are working on your own. If someone is helping you, in the form of a tech consultant or C/S, it may be unfair to risk yourself on their watch. In a small group, the loss of a member through death or insanity would be devastating.

Temporary Risk Factors:

- ☹ You are under 18 years old.
- ☹ You are expecting to go into hospital for major surgery in the next year.
- ☹ You are pregnant, or trying to get pregnant.
- ☹ You are currently on pain medication for a recent injury.
- ☹ You have never received any auditing on the Grades.
- ☹ You have never experienced Whole Track incidents in either NED or FPRD auditing.
- ☹ You still have attention on bad auditing you have had in the past.
- ☹ You do not feel auditing on the Grades or NED significantly improved your case.
- ☹ Your environment is unsafe or unstable in any way (lost your job, in debt, no home, difficult to find time for auditing etc)

Permanent Risk Factors:

You hopefully have received benefit from earlier Grades or NED auditing and that is good. However, if any of the following apply to you, the risk may outweigh the reward.

- ☹ You have a heavy "street drug" history.
- ☹ You have been held against your will in a mental health establishment.
- ☹ You have taken medication for epilepsy, depression, schizophrenia, or bipolar disorder for more than 1 month anytime during your life.
- ☹ You have ever attempted suicide, however half-heartedly.
- ☹ You have been treated by any form of electro-shock therapy.

There should be no reason why you cannot remove all of the risk factors listed as Temporary above. The Permanent Risk Factors cannot be removed. Understand that they simultaneously make it more difficult to get gains and more likely that **any mistake** will cause bigger problems.

The next pages continue with confidential material about this course. Stop reading now unless you intend to complete this course.

This is your next step on the Bridge after the Expanded Clearing Course:§4. You should take a break from daily auditing for at least a week, but not more than several months, before starting on this course. This can be a long course. Whilst daily auditing sessions are important, given the length of this section, it is acceptable to take a day off every now and then, and even to take a short holiday at a relatively flat point in the proceedings. Auditing shouldn't be a chore.

From R6EW to the Clearing Course:§4 the auditing has been very straightforward, just following simple line plots and procedures. This level takes quite a bit more auditing skill.

Throughout the Expanded Clearing Course sections you have been warned to keep strictly to the rules and only look where you were told. You will soon find out why. If you haven't done those previous sections then you absolutely shouldn't continue reading this material.

There are various write-ups available concerning the "scientific credibility" of the incidents and phenomena you are going to be dealing with on this course. It is strongly recommended that you avoid going online to read about and/or discuss these other opinions until *after* you have finished the course.

It is surprising how many people apparently can not or will not accept the ideas presented in this course. If, having carefully studied the materials, you really can't accept any part of them then you are advised to adopt an attitude of "willingly suspending disbelief".

Perhaps you have seen movies about zombies; the first premise is that when a zombie bites you, you die and become a zombie too. The second premise is that zombies only die when you shoot them in the head or otherwise damage their brains. If you keep moaning to yourself throughout the movie that these premises are not true, you will **not** enjoy the movie. However, if you can willingly put aside your disbelief you can then go ahead and enjoy the movie.

We know from previous auditing that Whole Track recall accuracy is rather tricky. Auditors have therefore learned to accept and acknowledge anything that comes up as fact – for the simple reason that this is the successful approach. Over-charged areas and out-of-valence recalls cause havoc with Whole Track recall credibility and cause pcs to invalidate themselves. You have to be both the pc and the auditor; stick to the auditor's code and never challenge any recall. Demonstrably the charge comes off, bit by bit, and the recalls become clearer.

You can believe the data presented or not – your choice. At the end of the day only you can say what you find.

Don't let somebody else's evaluation invalidate your recall.

ENTITIES

From the earliest days of Dianetics and Scientology there were references to split-off sections of apparently independent life force within a body. In *Dianetics: The Modern Science of Mental Health* there was a whole chapter on **Demons**, considered at the time to be circuits in the Reactive Bank. That was 1950.

Later, in 1952, there was the theory of **Epicentres**. (See, for example, the *Scientology: Milestone One* lecture, 5203C03.) Here there were distinct personalities in specific locations within the body. Still in 1952 we had in the book, *History of Man*, the Genetic Entity and Injected Entities.

There is a whole history of these entities in the early 1950s of Scientology and you should realise that these entities have not been addressed up to this point on the Bridge. The point is that the early research suggested that entities were just encysted life force from the individual and that Clearing the individual would make these entities dissipate without further attention. That idea proved to be false.

This course is devoted to *freeing* these entities from your body, rather than freeing yourself of these entities.

"***Awareness is proportional to charge removed from the case***".[†]

[†] 6805B04

BODY THETANS

It is important to realise that these entities, in or on your body, are actually Thetans, much like you. The primary difference is awareness level. Notice that you are consciously in charge of your body and they are not. They are either stuck to you or to your body, and hence they are referred to as *Body Thetans*; BTs for short.

In session it is important that you treat a BT as you would treat any other pc. The Auditor's Code applies. You should not be trying to "rid yourself" of pesky BTs. You are merely trying to audit BTs to release them from their trapped state or weakened condition.

You may have heard BTs likened to "fleas" in Class VIII lecture #10, or elsewhere. This is a major **invalidation** which you would do well to ignore.

You will probably find hundreds of BTs, but the number varies dramatically from person to person. If you find none at all, or just a few, that is not a good indicator. It means you are not fully up to confronting and handling this level yet. In this case the C/S may get you to do another run or runs on the Expanded Clearing Course:§4 to help break up the composite case. Do not look on this as being "put back" onto a lower Grade. You will now be running the §4 materials at a higher reality level, knowing how this part of the incident fits within the bigger picture.

Do not be overwhelmed by the number of BTs present. Sometimes dozens of BTs can be freed by running one incident. There is no need, and indeed no way, to keep a count of how many BTs actually blow after running an incident. The only number that might be of interest is how many are left, but again you would never be able to count them. Just complete the cycle of action on each entity that you find and you will get there in the end.

Many BTs can be dormant. In this first section we release the ones which are the most awake and the most aware. The idea is to continue until no more can be found. In reality the techniques of this section cannot locate all of them, especially those at a tone level below death. These dormant BTs will not even read on solo cans, non-solo two-can metering being needed to get adequate reads. You are being told this now so you do not ARC break on the next section when told you have to release more, having just attested to there being none left!

COMMUNICATING WITH BTs

Society has a very firmly fixed idea about communicating with non-corporeal (bodiless) entities. If you talk to anything that "isn't there" you are NUTS. People who "hear voices" are diagnosed as schizophrenic and are medicated so they can no longer do so. Therefore you may have to overcome this society-installed inhibition to some degree in order to communicate with your BTs.

The majority of BTs are relatively inactive. However, if you stir up several BTs by not focusing your intention down to a small area, their communications may make you feel and act as if you just became a bit schizophrenic. Therefore make sure you release any BTs that you find.

Now a BT has no mouth and no ears, so clearly the best way to communicate with one is by some "telepathic" means. This does not mean that as a *Clear* you are now able to telepathically communicate with other people in their own bodies, but you will be able to communicate with your own Body Thetans due to their intimate proximity.

A BT can communicate with you by means of a somatic (pressure, pain or sensation in the body), by emotion (feelings), by sonic ("hearing" a voice), by telepathy (thinking a thought), or *by reading on an e-meter*.

In order for you to communicate with a specific BT, you need to focus your attention down to a small spot (say 1cm in diameter) so that you communicate to only that BT, and not to others in nearby areas. You **must not** say the commands out aloud, as that may stir up other BTs. You must also learn to quietly "listen" for a response.

You should have done some relevant auditor training on projecting and directing intention. Remember TR8, Tone 40 on an Object (6805B07R). However, if you haven't ever done this drill of commanding an ashtray to "STAND UP", you cannot do it now as you are still in the *non-interference zone*.

CLUSTERS

In addition to BTs being stuck to you and your body, there are also Clusters of BTs which can be stuck to you or your body. A simple Cluster is a group of BTs held together by some traumatic (engramic) experience which they all suffered at the same time. The incident fuses the BTs together into a Cluster which then acts as if it were a single entity. A Cluster can also include other previously formed Clusters, making an even larger group of BTs to release.

The primary Cluster-making incident on the track is called **INCIDENT 2**, which will be fully described later in this document. Running out the Cluster-making incident breaks up the Cluster and releases some or all of the BTs. Other simple engramic incidents that **can** (infrequently) cause Clusters are [‡] …

ACCIDENT, COLLISION, IMPACT, INJURY, EXPLOSION, SHOCK, IMPLANT, FREEZING, BURNING, IMPLOSION, ILLNESS, ELECTRICAL, A DRUG, PSYCHIATRIC INCIDENT, LIGHTNING, VACUUM, RADIATION.

(*These are also formatted as a separate assessment list*).

Additionally, when a thetan collides with another thetan, either or both can make a picture of the collision. The picture tends to suggest that thetans can indeed get stuck to other thetans, and then more thetans can get stuck to that picture.

When you first contact an entity it will not be obvious if you are dealing with a single BT or a Cluster. Checking …

    BT? _____
    Cluster? _____

works sometimes, but does **not** work reliably, as a Cluster can think it is one being. In fact when some individuals in a Cluster realise that they are individuals, the cognition itself usually breaks up the Cluster.

Throughout the remaining text, the term "entity" is used whenever we could be dealing with either a BT or a Cluster.

[‡] 8001B29

RUDIMENTS

Now that you are on the BT Clearing Course, the style of Solo auditing is considerably different to that used on the Expanded Clearing Course. When you get a read on something like a rudiment or a correction list, the first thing you have to establish is who this read belongs to.[†] All entities believe they are "you", and will respond as such. A simple action like flying the ruds therefore becomes somewhat more complicated. The new style rudiment handlings have been written out on their own worksheet to guide you through the process until you get familiar with it.

Whilst rudiments were unimportant from R6EW to the Clearing Course:§4, they become slightly more important on the BT Clearing Course. The point is that the entities being audited are not at your case level, not having benefited from the hundreds of hours of Grades auditing and any other auditing you have had up to this point. They have to be handled more delicately. If an entity gets ARC broken and feels sad, you can feel that way too since you are in such close proximity to the entity. Having handled an out-rudiment on an entity, your very next step is to immediately release that entity using the full entity auditing technique.

Do not feel that every session has to start with an F/N VGIs however. The primary thing to handle at this level is entities. Therefore consider somatics, high TA and out ruds as indicators of unhandled entities in the first instance. Rudiments are never handled when the TA is high.

KEY INCIDENTS ON THE TRACK

On the next page is a time-track overview showing the two key incidents dealt with on this section. These incidents are referred to as *INCIDENT 1* and *INCIDENT 2*. What happened in these incidents is described in some detail later in this document. You need familiarity with these incidents because running these incidents releases most entities that you will find. There is no need to memorise either the incidents or the auditing procedure, however.

There is some confusion in the literature as to what exactly the *R6 Bank* consists of, since the definition apparently changed over the years. Certainly the CC§1 implant (repeat), the CC§4 implant (OT II), and the 36 day picture sequence are most, if not all, of R6. The confusion arises because one LRH reference says INCIDENT 2 **is** R6, and yet some LRH bulletins refer to INCIDENT 2 and R6 in the same sentence, or paragraph, as apparently different things.[‡]

For the purpose of this course we will consider R6 as being the CC§1 repeat, CC§4 and the 36 day implant. We then note that none of these three are run on this course. More particularly you will be familiar with the definition of the *R6 bank* as the *Reactive Mind*. This is of course erased on the Expanded Clearing Course, although you will note that the 36 day implant is not explicitly audited on the Expanded Clearing Course, and should not be approached on the BTCC either.

Any instruction to run INCIDENT 2 actually means to just run the part marked *Incident 2* and not the **WHOLE INCIDENT 2**. The point is that the capture sequences are different from thetan to thetan, but *Incident 2* is common to all. In the literature there is reference to running "explosion to pilot" which is the totality of the *Incident 2* pattern given here on a later page.

In the early days of this procedure *INCIDENT 1* was run first, since it is the earlier incident. However, this was later swapped so that *Incident 2* is now run first. The point is that *Incident 2* is a strong Cluster-making incident. You can't ordinarily run *INCIDENT 1* on a Cluster because each BT has a different date for its *INCIDENT 1*, and the incident will therefore not erase.

[†] 7907B04; 8308B15
[‡] 6805B04; 6810B02

TIME TRACK OVERVIEW

4 thousand million million years ago	($4×10^{15}$)	**INCIDENT 1**
1.2 thousand million million years ago	($1.2×10^{15}$)	Clearing Course §1 implants

75 million years ago — **WHOLE INCIDENT 2**:

- Capture (*if transported, then often frozen*)
- Transport to Earth (*if not already here*)
- *Incident 2*
- Clearing Course §1 implants (repeated) ⎤
- Clearing Course §4 implants (OT II)   ⎥ **R6**
- 36 day 3D movie implant   ⎦
- Transport, then assembly into a Cluster

1 million years ago	**FACSIMILE ONE**
10,000 – 20,000 years ago	FACSIMILE ONE (repeated)

What has happened here is that as more data was uncovered, the names should ideally have been changed, but were left as they were on the original taped research records. FAC ONE was originally thought to be the earliest incident on the track (Basic-Basic, but using the Scientology terminology rather than the Dianetics terminology.)

The Clearing Course:§1 was later thought to be Basic-Basic. Then **INCIDENT 1** was found, which is clearly earlier, but the designation Basic-Basic was left for the Clearing Course:§1. Likewise we have the Basic-Basic GPM in the Clearing Course:§4. *The exact order of discovery is not discernible since many of the early confidential materials have yet to be unearthed.*

Arguably the designation of Basic-Basic for the Clearing Course §1 is still correct as it is the **Basic-Basic of the R6 Bank**, which is what we were always after in Clearing.

NOTES:

INCIDENT 1 and **INCIDENT 2** dates are in a handwritten note by LRH dated 28 Oct 1968.

The CC §1 date is given as between $1×10^{15}$ and $1.5×10^{15}$ in 6910B25RA, *Cluster Formation*.

INCIDENT 2 is described fully in the handwritten "2nd Note, Incident 2", dated 28 Oct 1968.

The FAC ONE dates are available in the *History of Man*; page 103 of the 2007 edition.

THE STORY OF INCIDENT 2

You have perhaps already come across references to the catastrophe that happened in this sector 75,000,000 years ago. Perhaps you consider the account fanciful and unreal. That is your right. However, tens of thousands of people have successfully completed the original OT III using that story as their guide. One must suppose that even if the story is untrue, it is close enough to some reality to be workable.

Now in any conflict there are always two sides to the story. In the LRH account, the leader of the Galactic Confederation (Xenu / Xemu) solved over-population by mass implanting. He ordered unwanted citizens to Earth where they were placed in volcanic craters[†] before being blown up with atomic bombs. The thetans, having been blasted out of the volcanoes, were then re-captured by an "electronic ribbon", much like being stuck to glistening transparent fly-paper, high in the atmosphere. They were then collected together and implanted with a repeat of the Clearing Course §1 materials, then the Clearing Course §4 materials, and then 36 days of other stuff. Finally the thetans were taken to an assembly centre, such as Hawaii or Los Palmas, for packaging up into Clusters.

At the end of LRH's version of the story, the so-called "Loyal Officers", who were not completely defeated by Xenu's trickery and betrayal, finally captured and imprisoned Xenu after 6 years of conflict. The trouble with this view is that it is biassed and will both invalidate and alienate any BTs from the other side of the conflict. It is therefore best for you, the auditor, to grant the BTs beingness and not be judgemental. Being judgemental would of course be an Auditor's Code violation and could stall the case.

In running **Incident 2** it is not usually necessary to run the parts earlier than the atomic explosion. However, the incident clearly started earlier. For a person living on another planet at the time there would have been a capture, being frozen, and then being shipped to this planet. The whole sequence could have been weeks or months before the atomic explosion at the start of the **Incident 2** pattern. Although you do not normally start from "the capture", if the session bogs, the C/S may suggest you run the capture as an earlier beginning to **Incident 2**.

The original OT III talked *only* about volcanoes. You may have come across a learned discourse concerning the original volcano list, showing that many of these volcanoes didn't exist at the times stated. One should also appreciate that 75,000,000 years ago is so long that continental drift makes a modern map relatively meaningless. Nevertheless, selecting the correct assembly centre and explosion site is demonstrably important to the procedure. One might therefore reasonably conclude that there is some sort of theta comm line to the actual location, such that one *is* able to spot the location on a modern map. The location doesn't have to be exact, just close enough.

We follow this procedure because it demonstrably works.

In your auditing of **Incident 2** you should locate the assembly centre first. Three assembly centres are drawn on the map. If none seem correct then you may need to draw on another assembly centre (using a small triangle to mark its location). Next find the explosion site. Again if the explosion site is not on the map then draw it in, this time using a circle as the symbol. Clusters were sometimes assembled with BTs from different explosion sites. Hence if "**multiple explosion sites**" reads, you know the entity you are dealing with is, in fact, a Cluster.

[†] We now consider that the explosion sites could also have been geological features such as isolated valleys or basins which could partially contain the explosion.

RUNNING INCIDENTS

The procedure summary on later pages says to run the incidents, but does not say how specifically. R3RA, or indeed any Dianetics, is forbidden because experience has shown that it can be harmful. That leaves Scientology methods of engram running.

You should be familiar with the NED datum ***Postulate off Equals Erasure***.[†] We do not require the BT to state the postulate, but the idea is to remove sufficient charge from the incident such that the BT cognites on the postulate or can then run the earlier incident.

One Scientology method of handling engrams is ***Effort Processing***.[‡] This technique is particularly applicable to BT Clearing as there is typically a lot of effort in the incidents. You "intend" the entity through the incident, whilst focusing on the effort contained within the incident. Use the separate Efforts List on all but the first run through any particular incident.

Since you have just been doing the Expanded Clearing Course, particularly §1 and §4, you have become used to taking a pattern worksheet and flattening the charge off the implant by repeating each line until it is flat. This is **not** how you run the incidents on the BT Clearing course! The patterns for ***INCIDENT 1*** and ***Incident 2*** are there to guide you as to the key steps of the incident. You "pull" the entity through the incident from one step to the next using your intention, concentrating on getting the effort out of the incident as you go. This is an adaptation of 1952 style engram running using *Effort Processing* rather than Dianetics.

On the first run through the incident you just pull the entity through the incident, step by step, marking the worksheet with the step number and any needle action which occurred during that step. At the end of that run, assess the Effort List to the first read to see what effort, if any, is available to run out. Having first indicated to the entity which effort is charged, you then re-run the incident concentrating on that effort. On completion of that run you re-check the previously reading effort on the Effort List. If still reading, re-run the incident concentrating on that effort. If now null, you continue to assess down the Effort List until something reads or the list is completed. This is very simple. Effort list – charged effort – indicate the charge – run the incident concentrating on that effort – repeat until the incident is flat, the incident F/Ns, or the earlier incident needs to be run as seen by a rising TA.

An incident is flat when all the lines on the Effort List are null and there is no needle action when running through the incident. Note that it is not essential to fully flatten an incident before going earlier. If the Effort List goes null before the incident is flat, just keep running the incident, looking for any sort of effort present in the incident. Don't reassess the Effort List.

Both moving from ***Incident 2*** to ***INCIDENT 1***, and from an ***INCIDENT 1*** to an earlier ***INCIDENT 1***, mean you are handling a new incident. In this case you run the incident once through then assess the Effort List, starting a new column for this new incident.

The key skill for this course is running an entity through an incident by focused intention, whilst concentrating on the effort in the incident, but still spotting needle action. Work up to this on a gradient in session, allowing reads to be missed on a run rather than losing the focus on your command intention.

Date/Locate procedure has historically been used, but it is ***no longer recommended*** for use on this course. It is too tricky to use on entities, and in any case it does not *run* the incident.

[†] 7809B16 NED Series 28
[‡] Advanced Procedure and Axioms, 1951, Chapter: "*Effort Processing*".

During normal Grades auditing, somatics come and go. We acknowledge their existence, but don't bother about them any further. On the BT Clearing Course they become **very** significant. Whatever type of entity you are running, and wherever you are in an incident, if a somatic turns on you must immediately note its exact **location** on the separate Somatic Location Sheet before continuing what you were doing. The point is that we are trying to find active entities, and these somatics are little flags saying "here I am". Ignoring such an indication leaves by-passed charge and can either slow down or stop case progress.

An earlier version of this procedure had you marking down the somatic locations on the ordinary session worksheets. This proved unworkable because you inevitably get many unhandled somatic locations that then need to be carried forward for the next several sessions. Hence we now put the somatic locations on their own separate list.

Note that there is an exact sequence to follow.

1) Handle whatever entity you are currently dealing with to a release, regardless of any somatics that may occur. (You must still mark somatic locations on the somatic locations list as each occurs.)

2) If there is a somatic present at this point, thoroughly check for a reading entity at the location of the somatic (return to step #1).

3) If the entity from step #1 was a Cluster, you handle any other entities at that same location (returning to step #1 until all entities from that original Cluster are handled).

4) There should be no current somatics, as they would have been dealt with on step #2. You are therefore free to take the next unhandled location from the somatic location list to see if there is a reading entity at that location.

Some of the somatic locations may not give a reading entity when first checked. It is therefore important to recheck unreading locations **at least** twice in later sessions, ideally a day or more apart. There are 3 column-pairs on the somatic locations list for you to mark the re-checks.

There are many remedies and procedures available if you get stuck. Rather than overwhelming you with possibilities, if you get in trouble and the Green Green Form doesn't help you fix it, end off and get the C/S to advise on more advanced remedies for the stuck entity. Even if you do not have a C/S, it would be C/S'ing in the chair to move on to these advanced remedies during the course of a session. Again should just end the session.

These advanced remedies include S & Ds, Flow 1 of each of the last major Grades processes, and Flow 1 of Power Processes Pr Pr 4 to Pr Pr 6. However, getting **fully** sessionable and having a session on another day is often the best remedy.

You should not make the decision to use an LDN correction list *during* a session. The LDN should only be used on explicit C/S instructions. However, note that the Green Green Form can be used in session at the solo auditor's discretion.

You should by now appreciate that **INCIDENT 1** is what was always considered as Basic-Basic in terms of the first aberrative incident on the track. Be aware though that there are often several occurrences of **INCIDENT 1** on one BT, so you have to keep going earlier until you get the earliest one. It was not possible to run **INCIDENT 1** without first splitting off the Clustered BTs. Now, each BT that is run through its own **INCIDENT 1** is well on its way to being Clear, and you have done them a great service by doing so.

CAUTIONS

It was asserted earlier that you are in charge of your body and the entities are not. This is in fact only partially true. The entities are of course in intimate contact with the body and they can adversely affect the body, to a small degree or even to a large degree. They can cause various somatics, feelings of tiredness, feeling like giving up, suicidal thoughts and even death. Having studied the materials up to this point, it is therefore very important to get onto the auditing without undue delay. You have to be confident with the materials and the new techniques, but don't spend weeks doing so. Don't worry if you have a high TA when you start.

This business about an entity causing the body to die is obviously pretty serious, but also **very** rare. The risk should be mentioned, but not overstated. You should, however, be familiar with both the symptoms and the remedy. We are going to run the entity on **Incident 2**, as shown on the time track on an earlier page. Hopefully, having run the Clearing Course materials §1 and §4 previously, those areas are now fairly flat. This creates a sort of fire break for the entity being run on Incident 2. If the entity runs over this discharged area and into the final part of the R6 implant then everyone is in trouble.

The final part of the R6 implant is 36 days of pictures of **illness**, God, the Devil, angels, space opera, theatres, helicopters, crashes, a constant spinning, a spinning dancer, trains, cars, landscapes scenes, and so forth. If a BT is run on **Incident 2**, but not then run on **INCIDENT 1**, the BT can slip into the last part of R6 on an automatic "freewheeling" basis. This can turn on dizziness, sleeplessness and illness in **your** body. In other words, you are then the adverse effect of what is happening to your BT. The remedy is to run **that** BT through its **INCIDENT 1**.

Misidentifying BTs through failing to realise that one BT had blown, and mistakenly running another, is the cause of most difficulty in this section. The stable datum for this course is that **any** difficulty you have in life whilst doing this auditing is immediately assumed to be due to an entity in restimulation. Life difficulties most definitely include body troubles.

If an ache, pain or other discomfort occurs between sessions, even if not present at the start of session, that area must be checked as the first session action (unless there is some other somatic actually turned on at the start of the session). If you don't feel like going into session on any particular day, realise that this could easily be due to an entity in restimulation. The remedy is just to get on with it.

Don't try running a somatic location without first finding a **reading** entity there. An entity can produce a somatic in a different part of the body, especially the "mirror" location on the other side of the body. A somatic on the left cheek may be coming from an entity on the right cheek!

It is very easy to make yourself guilty of mis-metering whilst you have attention on the incident patterns, on the entity, and on the meter. If you do miss a read on the Effort List, or take up an unreading effort, no harm will result. Therefore just don't worry about it. Self-Invalidation and concern about possible mis-metering **will** cause case slow down.

When checking "**Earlier Incident 1?**", "**Earlier Universe?**" or "**Is there are Copy?**" the needle can react before you get a chance to write the question down on the worksheet. This is not a prior read as you thought the question already.

Remember that Thetans like pictures; pictures are a form of *Havingness*. When an entity blows, another entity can have copied the blown entity's pictures, making you think the original entity did not blow. Hence you check for *copies* to ensure that you do not accidentally swap entities by overrun.

Session Admin

The auditing on this course requires quite a bit more paperwork than you will have become accustomed to in previous auditing. You have five sets of paper that need to be written on:

1) The ordinary session worksheets

2) The Incident Efforts List

3) The entity Summary Sheet

4) The Somatic Location List

5) The *Incident 2* Explosion Site Map (rarely)

There is not much you can do about these. They just have to be moved in and out of easy writing range. A large auditing table helps a lot here.

The entity summary sheet is important to help you keep track of where you are. By labelling the SHEET alphabetically (top right corner) you get 26×30= 780 possible entity entries. In the event that you need to extend this, use double letters AA, AB, AC … BA, BB, BC … Now you have over 20,000 possible entries.

Copy the code from the entity summary sheet (eg A13) onto the worksheet and it will be easy to see where you are. Draw a rectangular box around the summary code on your worksheet to make it easier to spot the beginning of that action. The point is that you often need to look back in your worksheet to remind you of the location for the entity you are currently running.

When a Cluster is broken up by running *Incident 2*, you should not run any individual BTs found at the same location on *Incident 2* as this would be an overrun. Good admin stops you getting into a mess. A thick bar drawn in the separating column between the *date found* column and the *Entity* column can be used to show which BTs were split-off from a particular Cluster. The "Cluster?" column should be ticked if the item being run is found to be a Cluster. You may not find out that it is a Cluster immediately, but when you do identify a Cluster you do need to mark it as such.

You also have four sides of paper that you need to be able to bring to view smoothly and quickly

1) The Entity Auditing Procedure (2 pages)

2) The *Incident 2* pattern

3) The *INCIDENT 1* pattern

Here you have more options. One possibility is to print the *INCIDENT 1* and *Incident 2* patterns on either side of a single sheet of paper. This sheet would be easier to handle if it were printed double-sided on stiff white card. Or, glue the single-sided prints to both sides of a piece of stiff card. Alternatively print it double-sided and use an office laminator to heat-seal the print in a semi-rigid transparent plastic sleeve, much like a menu in a restaurant.

Another possibility is to use a ring binder with just these 4 sheets in it. Both pages of the entity auditing procedure can then both be visible at the same time. It is best to position the *INCIDENT 1* and *Incident 2* patterns such that you turn the page and only see either *INCIDENT 1* or *Incident 2*, but not both. There are probably many ways to set this up. A ring binder, held in place by a book reading stand, is certainly a workable solution. Just make sure

you don't balance the ring binder precariously and then have it fall off the table during the session!

The recommended setup uses the ring binder, and the book reading stand, with the main page of the entity auditing procedure printed three times. You can then have a copy opposite to both the *Incident 2* pattern and the *INCIDENT 1* pattern. This gives maximum ease of use for auditing.

When running through an incident it is important to record the TA position at the end of each run. If, at the end of the next run the TA is markedly higher, that is a good indication that you should go earlier. For the sake of clarity let's say that a TA is "markedly higher" if it is 0.2divs or more higher. If running *Incident 2* on a BT you would go to *INCIDENT 1* on that BT. If running *INCIDENT 1* you would check for an earlier *INCIDENT 1* or an earlier universe.

The last line of the *Incident 2* pattern mentions a "denyer". This is the Dianetics terminology from Book 1 (*DMSMH*) and means a phrase which denies the existence of an incident. It suggests that the incident, or some aspect of it, isn't there or didn't happen.[†] Although the denyer is apparently at the end of the incident, it could also be considered as the beginning of the R6 implant sequence. In any case it has been found that correctly getting the denyer phrase wording is likely break up a Cluster. The wordings are very varied, and can be several sentences long, but getting the correct wording often gives a good win.

Example "It's all a dream."

Example "You're having a mental breakdown."

Example "You're not really here. This place doesn't even exist."

Example "You're here, but they're not. They're all at home in bed, asleep."

Example "Nobody was hurt because nobody was here."

Example "You're so ugly I can't look at you. It's just as well you aren't here."

Example "Nobody knows if you're here or not, you're so insignificant. Who cares if you are here? You probably aren't. It doesn't matter. I'm not here either."

It is important to run *Incident 2* several times before trying to pull out the denyer wording. The best time to try for the denyer phrase is when the incident is flat, or the TA has risen enough to move on to *INCIDENT 1*. But don't try too hard, unless you are sure you are dealing with a Cluster. You would know you were dealing with a Cluster if "multiple explosion sites" read at an earlier step in the procedure.

It is important to try to break up any Cluster by running *Incident 2* thoroughly. On a rare occasion, when the Cluster does not break up by running *Incident 2*, one can also check for an earlier *Incident 2*.

The "next location" to be checked from the somatic location list will be one which has not previously read, occurred earlier in time, and has had the least number of prior checks. Typically you can get through the first check of the somatics list and then, as you are doing rechecks on previously unreading locations, new somatics can occur. Then in a later session you can have some locations never checked, some checked once, and some checked twice. Easy. Check the "never checked" locations first, starting with the oldest ones. A large proportion (say >90%) of locations will *eventually* read.

[†] The original OT III had this step as "Picture of Pilot saying he's mocking it up."

Morale Factor

After you have completed 150 or more entities, you may start to feel the procedure is endless and that it is starting to grind. Tone Arm action may be slacking off. Don't look forward to finishing and try to get it done. Don't accept anyone pushing you to get it completed and attest. The idea is to complete the action to a really clean result. It may be that cutting back to a session every other day, or even just at weekends, is a way to restore enthusiasm and reduce the grind.

When you do finally think there is no more to handle, you may be better to leave it for a week and check again to really make sure.

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Auditing Supervisors, Case Supervisors and Directors of Processing must be aware that pressuring the solo auditor to get lots of hours in the chair is a sure way to quickie the action and get poor quality products. This level is no place for a "stat push".

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More on R6

Whilst the Clearing Course sections had well laid out patterns to follow, R6 is **designed** to be "uncrackable". It is full of lies, deceit and trickery. Step H in Incident 2 is the most variable of them all and it is not clear how far into R6 this particular step can take you. Every single entity seems to have a slightly different incident on this step, the only common factor being the lies.

Sometimes the character that appears is pretending to be your ally and suggesting you leave before you are found – for your own good. Other times the character is extremely antagonistic and threatening. Whatever occurs at that step, just note what it is. Don't feel constrained to see only what the pattern sheet has stated should be found.

It is not unusual for the TA to soar on Step H and it would not be wise to dig yourself too deeply into R6. Just note what you find and quickly go earlier to Incident 1 to dissipate the charge.

If you find yourself morose, or even suicidal, for no apparent reason when out of session, you should be able to destimulate this condition simply by indicating to yourself

<div align="center">

"**R6 is in restimulation**".

</div>

There is no need to panic, drop everything, and rush back into session. Our aim is to be less dominated by our cases, not more. It is debateable whether or not you should then hunt down the entity which was restimulated. The recommended procedure is to handle entities in order by somatic, rather than by feelings.

ENTITY AUDITING PROCEDURE

START: Locate an entity by *e-meter read* on the items below in the order given …

    i.   a current somatic (pressure, tingling, itchiness etc)

    ii.   the location of a between-session body discomfort (check at start of session)

    iii.   a Cluster site from a previous session which has not yet been fully cleaned

    iv.   the next location from the somatic location list

    v.   generally "looking" around the body.

MAIN: Run through this sequence until either you get a release with **F/N** & **VGIs**, or you hit a difficulty.

1)   Using the BTCC Explosion Site Map, and with your attention on the entity, find the *Incident 2* – **assembly centre**. It must read when it is correctly located

2)   Using the BTCC Explosion Site map, and with your attention on the entity, find the *Incident 2* – **explosion site**. It must read when it is correctly located.

3)   Run *Incident 2* using the pattern sheet and *Effort Processing* on that entity until either the incident is flat or the TA has risen significantly at the end of the incident. (On a *rare* occasion, a Cluster may need an *Earlier Incident 2*)

4)   Run **INCIDENT 1** using the pattern sheet and *Effort Processing* on that entity until either the incident is flat or the TA has risen significantly at the end of the incident. (Note: If during or after running the incident the TA blows down substantially, but the needle doesn't float, you should immediately check #7)

5)   Check "*Earlier INCIDENT 1?*" If the question reads, indicate it, then run that earlier incident (return to step 4 above).[†]

6)   Check "*Earlier Universe?*" and indicate it if reading, but do not run anything. (*Only ask this question once per entity. Don't try to get an even earlier universe*.)

7)   Check "*Is there a Copy?*" If the question reads, indicate that there is a copy (but do not attempt to find out who made it). If it reads on a *copy*, but doesn't F/N on indication, you can check "*Is there another copy?*". Indicate it, if reading.

8)   The BT should have been released by this stage. If you feel bogged or tired, just end off for C/S advice. Otherwise you should check *suppress* and *invalidate* buttons on questions 5, 6 and 7 to ensure nothing was missed. If still nothing, check for an *Earlier Beginning*, but re-run **INCIDENT 1** anyway.

END: If the release occurred anywhere after starting to run **INCIDENT 1**, just return to **START**. Otherwise, suspect the entity was a Cluster and recheck that area for other entities. If none are found then return to **START**. Any that are found are run from **MAIN #4** so as not to overrun them on *Incident 2*.

[†] 7812B10

Won't Read on Assembly Centre

Try quite hard to get the assembly centre to read. Don't just give up immediately. Make sure you are also willing to mark new assembly centres on the map. If the area being addressed has been handled before, it is possible that you are dealing with a remnant from a previous Cluster. You can check "*From an earlier Cluster?*" If that reads, indicate it and then run *INCIDENT 1*.

If still stuck then skip down to the *This next sequence is rarely needed* section below**.**

Won't Read on Explosion Site

Make sure are willing to mark new explosion sites on the map.

If you can't find an explosion site at **MAIN** #2, it may be because you are dealing with a Cluster from multiple explosion sites. Check "*Multiple Explosion Sites?*" and if reading indicate it, mark the entity as a Cluster, and return to **MAIN** #3.

Note that it is not uncommon for the Cluster to break up when *Multiple Explosion Sites* is indicated. The BTs cognite that they are separate beings and some or all are released, complete with an F/N and VGIs.

If the Cluster breaks up at this point (that is, before starting to run *Incident 2*), you should then run *Incident 2* on any remaining entities in that area, returning to **MAIN** #3 each time.

This next sequence is rarely needed.

1) With your attention on the entity, silently check **"*A more recent Cluster?*"** If reading, indicate "*It is a more recent Cluster*" to the Cluster. (If unreading, end off the session. It is possible that you are not fully sessionable, so rechecking that entity on another day is preferable.)

2) With your attention on the entity, silently ask "*What type of incident caused this Cluster?*" Quietly await a response for a short while.

3) If there is no definite response on (2), assess the list of Cluster-forming incidents to the first read.

4) Get a rough date for the incident, using the meter as necessary. (*This is not a Date/Locate procedure and need not F/N*).

5) Get a rough location for the incident. (*This is not a Date/Locate procedure and need not F/N*).

6) Run the incident enough times using *Effort Processing* to break up the Cluster.

7) Return to **MAIN** #1.

Incident 2

Occurs approximately 75,000,000 years ago on this planet.

A) ATOMIC BOMB DROPPED AT THE EXPLOSION SITE

B) AN EXPLOSION

C) TERRIFIC WINDS

D) THETAN CARRIED OVER THE PEAK

E) AN ELECTRONIC "RIBBON" (STICKY FORCE FIELD) CAME UP

F) THE THETAN STUCK TO THIS ELECTRONIC RIBBON

G) THIS ELECTRONIC RIBBON WAS THEN PULLED DOWN AND THE THETAN WAS IMPLANTED AS PART OF A GROUP

H) A PICTURE OF THE PILOT (*or MAINTENANCE MAN*) SAYING THE INCIDENT IS NOT REAL [*A "DENYER" PHRASE which may include a "BOUNCER"*]

INCIDENT 1

Occurs approximately 4 quadrillion years ago (4 thousand million million years ago).

Often thought of as the START of Track …

A)   A LOUD SNAP

B)   WAVES OF LIGHT

C)   A CHARIOT COMES OUT

D)   THE CHARIOT TURNS RIGHT AND LEFT

E)   A CHERUB COMES OUT

F)   THE CHERUB BLOWS A HORN

G)   THE CHERUB COMES CLOSE

H)   A SHATTERING SERIES OF SNAPS

I)   THE CHERUB FADES BACK (RETREATS)

J)   BLACKNESS IS DUMPED ON THE THETAN